



PORTLAND RETRO GAMING EXPO

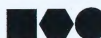
— 2024 —

1994



THE YEAR
VIDEO
GAMES GREW **UP**

Presented by



VIDEO GAME HISTORY FOUNDATION

ROOMS D135 - D136



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WEEKLY MEETUPS & MONTHLY TOURNAMENTS

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WATCH ALL OF OUR TOURNAMENTS THIS WEEKEND LIVE ON THE PRGE
TOURNAMENT STAGE, ALSO ON YOUTUBE AND TWITCH.



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Whether it's a
corporate
event, family
gathering,
or **expo**

make sure your next event is



In Memory of Josh Kemp

Josh Kemp was more than just a familiar face in the Portland video game community; he was a cornerstone, a friend, and a gentle soul whose kindness left an indelible mark on everyone he met. For over two decades, Josh was a beacon of positivity and genuine connection, always willing to lend an ear or share a laugh.

Those who think of Josh remember all the qualities that make a good friend. He was caring, dependable, and possessed a surprising insight that allowed him to see through the clutter and focus on what truly mattered. To him, gaming events weren't just about the games or the photos; they were about the moments shared together. Games may have been the campfire around which everyone gathered, but it was the friendship that mattered most. Josh understood this deeply, and it's a reason he was so loved.

Many who knew Josh speak of his kindness, and it's easy to see why. He had a unique ability to make everyone feel seen and heard, recalling the little details of people's lives—like the cars they drove over the years—and making it seem as though no time had passed when reconnecting. This was Josh's magic; he truly listened and cared.

Josh's impact on the community was profound. He wasn't just another attendee; he was a pillar of the Pacific Northwest gaming scene. His passion for gaming, movies, music, cars, and the Blazers was only matched by his kindness and humility. His warmth and friendliness made him unforgettable, and his loss is deeply felt by all who were fortunate enough to know him.

Josh's spirit will always be with us. In the memories shared, in the stories told, and in the kindness passed on to others, he will live on. To all those whose lives were touched by Josh, let's continue his legacy of kindness and connection. The community will not be the same without him, but his light will continue to shine through all of us.

Rest in peace, Josh. You will be remembered, and we will see you again someday.



Dear friends and fellow gamers,

Welcome to our biggest Portland Retro Gaming Expo yet! For those of you attending for the first time, it's nice to meet you and we hope you will become regulars! For our returning champions, it's good to have you back! This year will feel a little different with a lot of new exciting things happening! We have some returning fan favorites, some massively expanded areas, and some truly exciting special guests.

2024 Preview:

The biggest changes for this year are lots of new and exciting guests! We have video game actors from iconic franchises: *Mortal Kombat*, *Resident Evil*, *Super Mario Bros.*, *Final Fantasy*, *Metal Gear Solid*, *Twisted Metal*, *Dragon's Lair*, *Space Ace* and many more! Plus gaming industry alumni, such as the co-founder of Atari, Nolan Bushnell! Along with the legendary Jeff Minter (Llamasoft), Eugene Jarvis (*Defender*, *Robotron: 2084*), the from *Tony Hawk's Pro Skater* and many, many more! And of course well-known content creators and historians.

Get your game on in our biggest ever free-play arcade with hundreds of favorites, including pinball! And check out our console area with thousands of games on consoles ranging from popular to obscure. We also have two retro computing areas for those trying to achieve Nerdvana.

We're celebrating #VHSeptember with producer Phillip Tanner talking about the first VHS game *Atmosfear*, *Movie Madness* returns to host their second VHS Swap Meet on Saturday, and don't miss the presentation, Long Live VHS! from *Rue Morgue's* Yasmina Ketita.

Tournaments are bigger than ever with our friends from the Classic Tetris World Championship hosting the first ever "Jonas Neubauer Cup, a DAS tournament" — if you are into classic *Tetris* action, this is the one to join! We have a huge fighting games tournament with nine of the most popular games to compete in for over \$5000 in cash prizes. Or try your luck in *FACEBALL 2000* with a 16-player free-for-all on networked GameBoy consoles. Plus our popular Cosplay Contest, an IFFA Pinball Tournament and more!

Also check out the SEGA Lounge, our improved and expanded Live Auction with amazing collectibles, the Blockbuster Experience, the PRGE & VGHF Museum (step back into 1994!), Tabletop Gaming area (and the *D&D* panel on Sat), the large LEGO section sponsored by PortLUG, the *Rock Band* stage, and the Stapled Spine Sinister Swap on Sunday.

And last but not least: for the collectors, the Exhibitor Hall is what you've been waiting for. Bigger than ever with approximately 300 vendors with everything from classic and modern games and collectibles to art and custom creations.

There is so much more good stuff, so please check out our online schedule at retrogamingexpo.com (under schedule).

Sincerely,

The Staff and Volunteers of Portland Retro Gaming Expo

SHOW SCHEDULE: 8

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PANELS & EVENTS • SUNDAY: 29

LIVE AUCTION: 36

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DUCK THE DRAGONS &
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SHOW SCHEDULE

FRIDAY • September 27

Parts of the PRGE Exhibitor Hall, Freeplay Arcade, and Console Freeplay Area will be open.

11:00 AM • Presale badges can be picked up or admission can be purchased at Registration (Hall B).

12:00 PM • The Retrocade and Exhibitor Hall C opens to the public.

12:00 PM - 10:00 PM • Tournaments (See pages 19-21 for details).

10:00 PM • PRGE closes for the evening.

SATURDAY • September 28

The PRGE Exhibitor Hall, Retrocade, and auditoriums will all be open on Saturday.

Pro-tip: If you already have a badge you picked up on Friday, you can proceed directly to the line queue.

7:30 AM • Presale badges can be picked up or admission can be purchased at Registration (Hall B).

9:00 AM • Exhibitor Hall and Retrocade opens.

9:00 AM - 10:00 PM • Tournaments (See pages 19-21 for details).

10:00 AM - 6:45 PM • Panels and presentations in auditoriums.

5:30 PM • Exhibitor hall closes for the day. Retrocade remains open.

6:00 PM • Auction Registration (See pages 36 for details).

7:30 PM • PRGE Live Auction (See pages 36 for details).

10:00 PM • PRGE closes.

SUNDAY • September 29

10:00 AM • Exhibitor Hall and Retrocade opens.

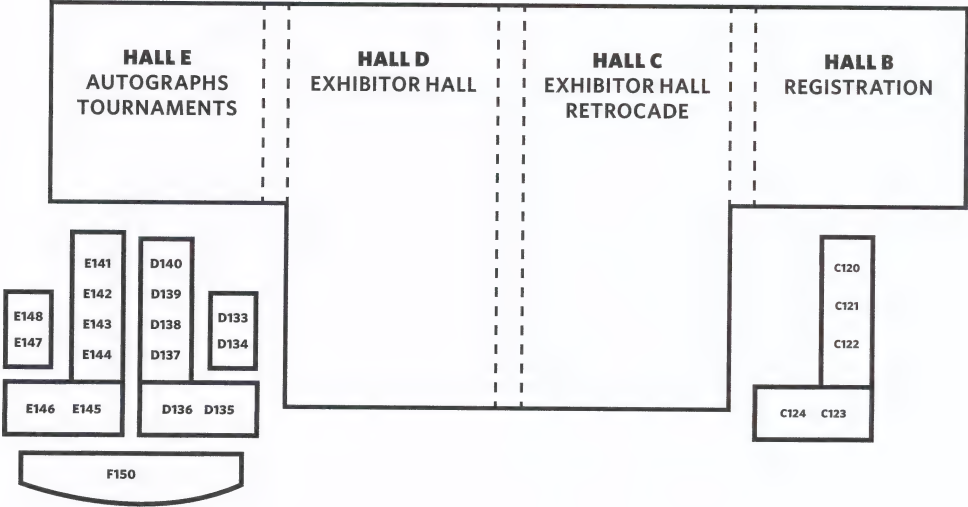
10:00 AM - 4:45 PM • Speakers & Panels in auditoriums

10:00 AM - 5:00 PM • Tournaments. See pages 19-21 for details

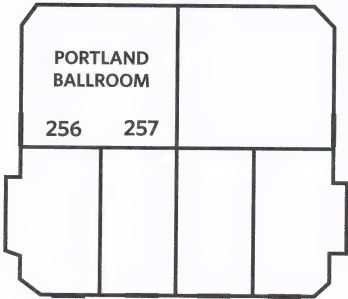
5:00 PM • PRGE Closes

FLOOR PLAN — OVERVIEW

LOWER LEVEL



UPPER LEVEL



AUDITORIUM 1 • E141 - E144

AUDITORIUM 2 • E145 - E146

AUDITORIUM 3 • D137 - D140

AUTOGRAPHS • HALL E

BALLROOM • PORTLAND BALLROOM (256 - 257)

COSPLAY CONTEST PRE-MEET • F150

LIVE AUCTION • PORTLAND BALLROOM (256 - 257)

MUSEUM • D135 - D136

REGISTRATION • HALL B

RETRO COMPUTER LAB • E147 - E148

ROCK BAND • C120 - C122

SEGA LOUNGE • D133 - D134

SINISTER SWAP (SUN.) • C123 - C124

TOURNAMENT PRE QUALIFIER (FRI.) • C123 - C124

VHS SWAP (SAT.) • C123 - C124

RETROCADE/EXHIBITOR HALL — HALL C

Console Arcade

A-1

A-3

TETRIS Tournament

A-4

A-11

A-13

A-7

A-6

A-9

A-8

A-5b

A-5

A-10

A-14

A-12

A-15

A-2

A-17

A-16

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EXHIBITORS — HALL D

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1201	1202	1203	1204	1205	1206
1207	1208	1209	1210	1211	1212

1213	1214	1215	1216	1217
1218	1219	1220	1221	1222

1223	1224	1225	1226	1227	1228
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1229	1230	1231	1232	1233	1234	1235
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1100

1101	1102	1103	1104	1105	1106
1107	1108	1109	1110	1111	1112

1113	1114	1115	1116	1117	1118
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1119	1120	1121	1122	1123	1124
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701	702	703	704	705	706	707
708	709	710	711	712	713	714

715	716	717	718	719	720	721
722	723	724	725	726	727	728

729	730	731	732	733	734
735	736	737	738	739	740

741	742	743	744	745	746	747
748	749	750	751	752	753	754

1300 - Autographs

1301	1302	1303	1304	1305	1307	1308	1309	1310	1311	1312
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1316	1317	1318	1319	1320	1321	1322	1323	1324	1325	1326
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1300 - Autographs

1313	1314	1315
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Home Computer Exhibit

1700

Blockbuster

1600

1601	
	1602
1603	1604
1605	1606
1607	1608
1609	1610
1611	1612

1500

PortLUG LEGO

MORTAL KOMBAT

1400

1401
1402
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1404
1405
1406

1800 - Tournament Arena + Tabletop Gaming

EXHIBITORS

1UP Games • 803	CGC Video Games • 1005
2 Guys' Game Supplies • 710	Champ Games • 1139
2. 5d Dioramas & Displays • 1220	Channel 3 Records • 310
64 Bits or Less • 729	Chips Toys • 516
8-Bitplus • 1024	Chronos Games & Gifts • 1006
8 Bit Rugs • 409	Civil Software • 749
A link to your Past! • 1106	CKUBD • 1018
A Nova Print • 1010	Classic Game Fest • 304
Alltech Electronics • 808	Clickteam USA LLC • 1221
Als Music and Games • 105	Coastalvania • 720
Anime World • 910	Cobyfrog Art • 748
Another Castle • 1130	ColdWar Industries • 412
Arcade Shopper • 1612	Collector Kye • 717
Assembled Cosplayers • 517	Collector's Club • 745
Astrolander • 1233	Courtney Hiersche Art • 1133
Atari • 201	CptnAlex Designs Custom Controllers • 522
AtariAge • 101	Crafted from Scratch • 917
Audacity Games, Inc. • 1143	CulturedGamer • 805
Awkward Smiles • 1202	Curaga Records and Firaga Records • 817
Back in time • 301	Dancing Heron • 727
Basement Arcade • 907	Dark horse • 602
Berry Can't Craft • 737	Darren Hupke's 32 Bit Library • 1111
BethiKat.Art • 523	DC_Emil. • 713
Billy Galaxy • 605	dead-rex • 515
Black Cat Jewelry • 508-510	Debate This! • 1109
Blue Shell Gaming • 403	Designs by Daniel Quasar • 504
Brazil Games • 603	Dial Up Games • 903
Brett Weiss • 1223	Diane Beck's Creations • 906
Briarpatchpumpkin • 1122	Diane Ramic Art • 1115
Calvin D. - Doodlebuttons • 704	Die Hard Video Games • 1020
Cambobuh • 1207	Discount Laser Disc • 512-513
Camo Games • 408	DK Wilds • 1136
Canvas Quest • 601	Dokibunny • 1116
Camo Games • 643	Double Jump Video Games • 303
Canvas Quest • 206	Double K Collectibles • 1012
Carlos & friends • 806	Dream Gazer Studio • 728

EXHIBITORS

Dream Shark • 1016	Give Kids the World Village • 753
DreamQuest Games • 711	Glo In The Dark Productions • 1015
Dressy Deer Art • 1206	Goodiez - lo • 501-502
Eastman_Retro • 926	The Gorgonist • 1219
ELM USA Disc Resurfacing Machines • 1205	Grandpas Prints • 825
Emily Hodgson Art • 607	Gregory McGill • 1612
Etтинsoft LLC • 1119-1120	Hackychannel Collectibles • 1110
Eva Constructive • 414	HaHa Bird • 1218
The Experience Share Video Games • 827	Halo Collector • 1003
EYELUV • 726	Hawthorne Game Exchange • 819
Faebelle Haven • 703	HERITAGE AUCTIONS • 1007
Ferretzilla Games • 1222	Hexwood Forge • 415
Final Fantasy Files podcast • 716	HeyyoJojo • 1208
Final Form • 1121	Hifi Lofi • 105
Found Family Adventurecrafts • 1103	Hills of Comics • 909
Galactickata.com • 752	HK Gaming. • 815
Gambit's Games and Anime • 104	Huge Power Gaming • 706
Game Crazy South • 732	Hustle & Sew • 738-739
Game Genie Retro • 1127	IGP Collections • 1002
Game Girl Galleria • 1204	Intellivision Revolution • 1125
Game Over Videogames • 304	Into the Retroverse • 904-905
GAME TOWER, LLC • 205	Jeff Collins • 301
GameBound Video Games • 1126	JMV • 1212
GameCube's and more • 518	John Riggs • 1231
Gamer Havoc video games & collectibles • 801-802	Josh Byerly & Matt Rose • 601
The Gamers Closet • 816	Josh Garcia - One stop VHS shop • 734
Gamers In Control • 1011	Josh Kemp Family • 1225
Gaming Theater Presents • 1214	JULIETHEDOODLER • 503
Gazpins • 1210	Jurassic Games • 822
The Geek Emporium • 1117	Justwharton • 1215
Geek Girl Stuff • 402	Jwgamefinds • 1140
GeekFest West Game Expo • 921	Ken R • 747
GeekGirlcon • 1234	Kevin Pham, Gira_Ninja • 828
GeekyStop • 731	Koman's Playground • 203
Gerald's Treasures • 103	Kristopher Hipsher Tattoo • 1141
Getahobbie • 1114	Kumoricon • 1019

EXHIBITORS

Let's Deal Retro • 919	Paraptorkeet Creations • 709
Lili Neko • 409	Pat Contri • 912
Limited Run Games • 305	PC-FX Fan Club • 1118
Limpachi • 1213	PeachyboiDraws • 511
Little Dumpling Arts • 406	Perler Village • 524
Lohengrin Woodworks • 514	Persona & Black • 1124
Lost Cartridge Creations • 1233	Pete Ellison • 1203
LvlupDesign • 812	Pigsquad • 1128
m8swarudo • 823	Pink Gorilla Games • 818
Magic Trashcan Games • 505	Pixel Empire • 902
Magpie and Crow • 1113	Play it Retro • 302
Mana Wave Media • 1135	Playdate by Panic • 1021
MegaMangoMeg • 701	Pluvial Art • 1102
Mel Paradise • 519	Pocket Leslie & MiniVanVan • 1142
Meraki Pop • 520	Pocket Sand Games • 751
Mero Games • 826	Polycade - Premium Arcades • 924-925
Michael Witwer • 1228	Portland Retro Gaming Expo Merch • Hall B
Miyabi V • 722	PortLUG • 1500
ModRetro • 824	Preston Eng • 821
Morra's Retro Menagerie • 725	Puomaru • 744
Moto Glass • 1131	Quarter Arcades by Numskull Designs • 901
MrPandaMan • 918	Radical Reggie & Retro Game Players • 1229
My Dog Stole My Liver- Indie Games • 705	Rage Gauge Games • 407
Nauti Art • 743	Ralph D'Amato • 1224
Nerd Wood Designs • 1013	Reliks • 742
NLGQ/IB • 1008	ReLoved Gaming • 715
NorthBest Electronics • 1137	Renton City Retro • 920
Nostalgik Collectibles • 718	Retro Edition Games • 916
NWCGE • 1004	The Retro Fix Pocket • 1144
NylonLyon • 733	Retro Game Bar • 1211
Old School Gamer Magazine • 807	Retro Game Books • 1112
Ooze.inc • 723	RETRO MEDIA LIQUIDATION & GAMES • 184-185
Open Source Bits and Baubles • 741	Retro Nerd Studio • 814
Optomon & Toggle Switch • 1014	Retro Respawn • 804
Orang3 Design • 1101	Retro Rewind • 736
Orycon • 708	RetroMart • 606

EXHIBITORS

Retrotainment Games • 410	Tacoroach • 506
Reyes Bros Games • 719	TandT Creations • 1026
rhoda_pomelo • 740	Tapper's Retro Games & Toys • 608
RHPotter • 507	Terry Hunt • 1001
Ria Art World • 1105	TheGoldenLlamaShop • 1145
Robzilla Games • 306	Three Peas Crafts • 1217
Rocket 88 Designs • 914	Thrift2Table • 724
Rondo Products & CastleMania Entertainment • 911	TIMBOS LICORICE ROPES • 922-923
Rose City Retro • 1129	Tiny Shed Gaming Tables • 712
Roundhouse Games • 735	Top of the Line Games LLC • 401
Ryan's Wood Creations • 1027	TORG GAMING EXPO • 1232
Sam Irvin • 1226	Triflex Fix • 1108
Sector Effector Games • 754	Turbo_Games_ • 309
SegaSteve • 411	Ukiyo-e Heroes • 404
Sidequest Games • 202	Unbranded Games • 1209
Skylar Russell • 604	Unipiper • 1235
Smooorsch • 721	Upcycled Thrift • 413
Soda Comics • 730	VGW • 102
SSongbird Productions • 1138	Video Game Adventures • 915
Sophiacamcam • 750	Video Game Flash Fiction • 1201
Space Igloo Freeze Dried Candy • 1017	Videogames Then & Now • 811
Spooky Swirl Arts • 913	Vinyl Bait and Immortal John Hancock • 1009
SPOON INC • 823	Voidpeaches • 714
Stapled Spine • 1227	Wanderweird • 1107
Star Wars Artist Jason W Christman • 908	We-Be Games • 307
Starshine Maid Cafe • 707	Weed Technology & Fabrication • 308
Step Your Games Up • 813	Welcome to the Power Stone World! • 746
Stone Adventures Gaming • 702	Wild Bill's Soda • 106
Storm City Retro • 916	The Windward Merchant • 1022
Stupid Geeks Inc • 405	Xoltcor • 521
Summoners' Society Video Games • 1104	Yajai • 1025
Super Smash Video Games • 809-810	Yakult U.S.A • 1023
Swan's Emporium • 820	Z Fighters Worldwide Dragonball Cosplay group • 204
Tabletop Loot • 1216	Zach Knowlton • 301

PRGE Annual Cosplay Contest

Saturday ▪ 5:00 PM - 8:00 PM ▪ Retrocade Stage (Hall C)

Pre-Meet ▪ Saturday ▪ 1:00 PM ▪ F-150

All attendees are invited to attend PRGE in costume and compete in the Cosplay Contest. Enter for your chance to win awesome prizes!

- To participate, please sign up online using the QR code on the opposite page. If you cannot sign up online, you may do so at the Cosplay **Pre-Meet in Room F-150**. Make sure you are present, in costume and prepared to explain your costume at the Pre-Meet. If you miss the Pre-Meet you may not be able to participate in the contest.

Categories

- Best in Show (First, Second, and Third place) ▪ Best Kid ▪ Judge's Choice ▪ Honorable Mention

Cosplay Contest Rules:

- PRGE's cosplay event is a walk-on costume contest.
Feel free to be "in character" on stage, but keep in mind that no nudity, profanity, hate-speech, or otherwise offensive language or costumes will be allowed on the stage. This is up to the discretion of the judges.
- Store-bought costumes are not eligible for prizes, but you are welcome and invited to come on stage and have your moment in the spotlight! Some portion of your costume must be hand-made either by yourself or with assistance from family and friends.
- Costumes related to Video Games are preferred, but not required.
We are a gaming convention, but we gladly welcome cosplayers of all fandoms.
- Costumes will be judged according to your level of expertise.
This is to keep things as fair as possible for everyone. Don't worry if this is your first time making a costume, our judges will keep that in mind. Bring a reference image for your costume so our judges can be as fair as possible. This is especially important if your costume is an original concept or character.
- If you're 13 or younger, you will be judged in the Kids' category. Your parent or guardian must be with you at the contest. No, they don't have to come on stage with you.
- You may enter as an individual, a family, or a group.
Keep in mind that if you choose to do this, there is only one prize pack per judging category, and you will need to split the prize with your group.
- Your costume must be self-contained.
No projectiles flying out of props, keep your finger off the trigger, no rocket fists flying out into the audience, no live steel or sharpened edges. If your costume is elaborate or has limited mobility or vision, please have a handler with you to help you on and off the stage. There will be steps. Please inform us in advance if you need accommodation.
- You must have a PRGE admission badge.

CTWC JONAS NEUBAUER CUP

A DAS CHAMPIONSHIP

FRIDAY SEPTEMBER 27 - SUNDAY SEPTEMBER 29

Location: Tetris Arena • Retrocade • Hall C

FRIDAY SEPTEMBER 27

Mindmeld & Tetris Relay Tournaments • 4:00 PM - 7:00 PM

Exhibition Matches • 7:00 PM - 9:00 PM

SATURDAY SEPTEMBER 28

Qualifying Stage • 9:00 AM - 2:15 PM

48-Player Bracket Rounds 0 & 1 • 2:45 PM - 9:00 PM

Dr. Mario Regional Tournament • 2:45 PM - 9:00 PM

SUNDAY SEPTEMBER 29

Top 16 Tournament • Morning

Top 8 Tournament • Morning

Semifinals • Afternoon

Finals • Afternoon



Rules & Registration



Portland Retro Gaming Expo Tournament Series

(ALL events in this series are FREE to enter with a valid PRGE 2024 Badge)

IMPORTANT

Tournament Pre Qualifiers on Friday will take place in Rooms C123-C124

For more information, scan the QR Code below.

RIVALS OF AETHER

RIVALS OF AETHER

Rivals of Aether Doubles Tournament Prize Pool: **\$100**

Rivals of Aether Singles Tournament Prize Pool: **\$400**

Tournament Start Times:

Rivals of Aether Doubles: Friday • 12:00 PM • C Meeting Rooms

Rivals of Aether Singles Qualifying Pools: Saturday • 9:00 AM • PRGE Tournament Stage Area

Rivals of Aether Singles Top 8: Saturday • 1:00 PM • PRGE Tournament Stage Area

RIVALS OF AETHER 2:

Rivals 2 Doubles Tournament Prize Pool: **\$100**

Rivals 2 Singles Tournament Prize Pool: **\$1400**

Tournament Start Times:

Rivals 2 Doubles: Friday • 3:00 PM • C Meeting Rooms

Rivals 2 Singles Qualifying Pools: Saturday • 2:00 PM • PRGE Tournament Stage Area

Rivals 2 Singles Top 8: Sunday • 10:00 AM • PRGE Tournament Stage Area

Featured Competitors: Alex Strobel (CakeAssault), Zachary Benson (ZeeBee)

Community Tournament Host: PDX Rivals of Aether Community (PDXRivals)

Twitter: <https://x.com/pdxrivals>



Details + Rules



FIGHTING GAMES

TEKKEN 8:

Tekken 8 Prize Pool: **\$820**

Tournament Start Times:

Qualifying Pools A: Friday • 8:00 PM • C Meeting Rooms

Qualifying Pools B: Saturday @ 1:00PM in the PRGE Tournament Stage Area

Top 8: Sunday @ 3:00PM in the PRGE Tournament Stage Area

STREET FIGHTER 6:

Street Fighter 6 Prize Pool: **\$820**

Tournament Start Times:

Qualifying Pools A: Friday • 4:00 PM • C Meeting Rooms

Qualifying Pools B: Saturday • 11:00 AM • PRGE Tournament Stage Area

Top 8: Sunday • 1:00 PM • PRGE Tournament Stage Area

GUILTY GEAR STRIVE:

Guilty Gear Strive Prize Pool: **\$300**

Tournament Start Times:

Qualifying Pools A: Saturday • 9:00 AM • PRGE Tournament Stage Area

Qualifying Pools B: Saturday • 4:00 PM • PRGE Tournament Stage Area

Top 8: Sunday • 11:00 AM • PRGE Tournament Stage Area

VIRTUA FIGHTER 5:

Virtua Fighter 5 Prize Pool: **\$300**

Tournament Start Times:

Qualifying Pools A: Friday • 6:00 PM • C Meeting Rooms

Top 8: Friday • 7:00 PM • C Meeting Rooms

STREET FIGHTER III: 3RD STRIKE

Street Fighter III: 3rd Strike Prize Pool: **\$300**

Tournament Start Times:

Qualifying Pools A: Friday • 6:00 PM • C Meeting Rooms

Qualifying Pools B: Saturday • 12:00 PM • PRGE Tournament Stage Area

Top 8: Saturday • 2:00 PM • PRGE Tournament Stage Area



Charlie Kraslavsky

Resident Evil (1996)

Chris Redfield (Live Action)

Panel • SUN • 2:00 PM • Ballroom



Eric Pirius

Resident Evil (1996)

Albert Wesker (Live Action)

Panel • SUN • 2:00 PM • Ballroom



Greg Smith

Resident Evil (1996)

Barry Burton (Live Action)

Panel • SUN • 2:00 PM • Ballroom



Peter Jessop

Resident Evil (2002)

Albert Wesker

Panel • SUN • 12:00 PM • Auditorium 3



Hope Levy

Resident Evil (2002)

Rebecca Chambers

Panel • SUN • 12:00 PM • Auditorium 3

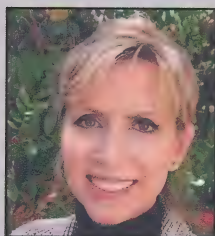


Joe Whyte

Resident Evil (2002)

Chris Redfield

Panel • SUN • 12:00 PM • Auditorium 3



Heidi Swan

Resident Evil (2002)

Jill Valentine

Panel • SUN • 12:00 PM • Auditorium 3

CELEBRITY GUESTS

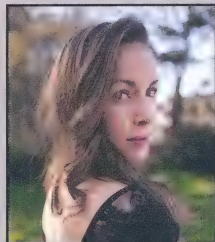
We are proud to welcome voice actors and performers from some of the most iconic games ever made! Visit the **Autograph Section in Hall E**, Saturday and Sunday for your chance to meet these incredible people. Signings will be held throughout both days. Check their table for the latest information and details.



Colin Ryan

Final Fantasy XIV — Alphinaud

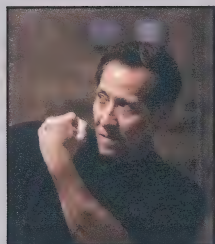
Panel • SAT • 12:00 PM • Ballroom



Bethan Walker

Final Fantasy XIV — Alisaie

Panel • SAT • 12:00 PM • Ballroom



Daniel Pesina

Mortal Kombat — Johnny Cage, Sub-Zero, Scorpion

Panel • SAT • 2:00 PM • Ballroom

Panel • SUN • 4:00 PM • Ballroom



Carlos Pesina

Mortal Kombat — Raiden

Panel • SAT • 2:00 PM • Ballroom

Panel • SUN • 4:00 PM • Ballroom



Samantha Kelly

Super Mario Bros. — Princess Peach, Toad

Panel • SUN • 1:00 PM • Auditorium **2**



Kenny James

Super Mario Bros. — Bowser

Panel • SUN • 1:00 PM • Auditorium **2**

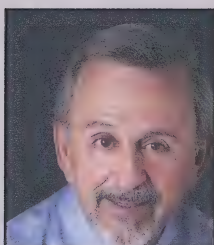


Cam Clarke

TMNT, Metal Gear Solid

Leonardo, Liquid Snake

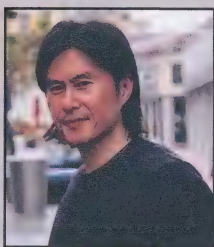
Panel • SUN • 12:00 PM • Auditorium ①



Paul Eiding

Metal Gear Solid

Colonel Roy Campbell



Ho-Sung Pak

Mortal Kombat — Liu Kang, Shang Tsung

Panel • SAT • 2:00 PM • Ballroom

Panel • SUN • 4:00 PM • Ballroom



Elizabeth Malecki

Mortal Kombat — Sonya Blade

Panel • SAT • 2:00 PM • Ballroom

Panel • SUN • 4:00 PM • Ballroom



Laura Faye Smith

Super Mario Bros. — Princess Rosalina

Panel • SUN • 1:00 PM • Auditorium ②



Mike Vaughn

Super Mario Bros.

Iggy Koopa, Ludwig von Koopa

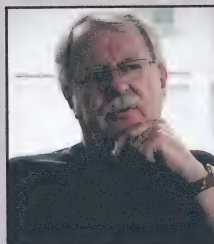
Panel • SUN • 1:00 PM • Auditorium ②



Dan Molina

Dragon's Lair — Dirk the Daring

Panel • SUN • 12:00 PM • Ballroom



Gary Goldman

Dragon's Lair, Space Ace — Producer

Panel • SUN • 12:00 PM • Ballroom



Jeff Etter

Space Ace — Ace

Panel • SUN • 12:00 PM • Ballroom



Lorna Cook

Space Ace — Kimberly

Panel • SUN • 12:00 PM • Ballroom



J.S. Gilbert

Twisted Metal — Sweet Tooth



Jeff Libengood

Street Fighter II — Guile (Live Action)

Panel • SUN • 3:00 PM • Auditorium 3

GUILTY GEAR XX ACCENT CORE +R

Guilty Gear XX Accent Core +R Prize Pool: **\$300**

Tournament Start Times:

Qualifying Pools: Saturday • 3:00 PM • PRGE Tournament Stage Area

Top 8: Saturday • 4:00 PM • PRGE Tournament Stage Area

Featured Competitors: Izayah-Patrick Phillips (Ebonic Plague)

Community Tournament Host: PDX Fighting Game Community

MORTAL KOMBAT

Mortal Kombat Prize Pool: **\$140**

1st Place: **\$80**

2nd Place: **\$40**

3rd Place: **\$20**

Tournament Start Times:

Qualifying Pools: Saturday • 10:00 AM • PRGE Tournament Stage Area

Top 4: Saturday • 11:00 AM • PRGE Tournament Stage Area

Featured Competitors: Izayah-Patrick Phillips (Ebonic Plague)

Community Tournament Host: PDX Fighting Game Community

TABLETOP GAMING:

All Events are On-Demand Saturday and Sunday from Open to Close

(Visit the Epic Gaming booth in Hall E for up to date information and pricing)

Events Include (but are not limited to):

Magic: the Gathering Drafts featuring Duskmourn: House of Horror

Magic: the Gathering Commander Pods

Flesh & Blood Learn to Play Group Sessions

Pokemon TCG Battle Academy & Disney Lorcana Gateway Quick Start Spaces

Nick Arcade

Featuring: **Phil Moore** • 10:00 AM - 10:45 AM • Ballroom

Come and join Emmy award winning Phil Moore — legendary host of TV’s crazy popular early ‘90s video game show *Nick Arcade*. Phil MC’ed this ground breaking show on Nickelodeon and achieved a lasting pop culture impact with virtual reality sets, video game trivia and a quick wit that kept things moving in front of giant blue screens. If you were a kid in the ‘90s the weekends included Phil and *Nick Arcade* on Nickelodeon.

I Survived The Great Video Game Crash of 1983

Featuring: **Brett Weiss** • 10:00 AM - 10:45 AM • Auditorium ①

In 1983, I was a teenager with a car, disposable income, and a quickly growing video game collection, thanks in large part to the home console industry crash. I would drive around to various stores, buying Atari 2600, Intellivision, and ColecoVision games for as little as 99 cents each. My panel will cover this fun, but ultimately disastrous time period and provide some lesser-known reasons for the crash. It will be an informal panel with stories and a Q&A.

Exploring Marvel Video Games of the Bronze Age!

Featuring: **Tim Lapetino** • 10:00 AM - 10:45 AM • Auditorium ②

Believe it or not, there was a time when Marvel DIDN’T rule the pop culture landscape! But it’s fascinating to see how this comic book company brought its characters to life in pixels long before the MCU was a glimmer in Kevin Feige’s eye. Pop culture historian and author Tim Lapetino will take attendees on a visual history tour through a variety of early, amazing, and sometimes painful Marvel video games, showcasing translations of iconic Marvel characters in consoles, arcades, and home computers. The journey will illuminate the successes and challenges of bringing super heroes to the world of games.

The Apple II Origins of Today’s Games

Featuring: **Ken Gagne** • 10:00 AM - 10:45 AM • Auditorium ③

The Apple II is known for its impact on the workplace (VisiCalc) and education (Oregon Trail) — but it was also an iconic games machine that launched and inspired franchises that continue to these days. From the early stealth action of *Castle Wolfenstein* to the strategic depth of *Ultima* and the revolutionary platforming of *Prince of Persia*, our panel will delve into how these classic titles laid the groundwork for today’s blockbuster games.

Dungeons & Dragons: 50 Years of the World’s Most Influential Game

Featuring: **Michael Witwer, Jon Peterson, Kyle Newman** • 11:00 AM - 11:45 AM • Ballroom

Reality is often stranger than fiction, and such is the case with the story *Dungeons & Dragons*. From its humble beginnings to its controversy-laden rise to stardom, the game’s true history is nearly as harrowing as that of its make-believe dungeons. Called “the most influential game,” by *Doom* co-creator John Romero, 2024 marks the pioneering RPG’s 50th anniversary and the game seems to be as big as it’s ever been. Join authors and D&D historians Jon Peterson, Kyle Newman and Michael Witwer as they discuss the game’s history and its lasting impact on gaming and pop culture.

Happy Console Gamer Q&A

Featuring: **Johnny Millennium** • 11:00 AM - 11:45 AM • Auditorium 1

Johnny Millennium is the Happy Console Gamer on *Youtube*.

He has one of the longest running retro video game shows on *Youtube* for over 16 years. Covering everything gaming from the oldest to the latest, *Phantasy Star* to the *Ys* series to the *Shin Megami Tensei* series.

You Are What You Play

Featuring: **Howard Scott Warshaw** • 11:00 AM - 11:45 AM • Auditorium 2

Insights from the industry pioneer turned psychotherapist, with heavy emphasis on the psycho. Howard shows how the games we choose reveal our personality. Also fun stories from the birth of video gaming.

Heart of Neon: Jeff Minter & The Eternal Arcade

Featuring: **Paul Docherty** • 11:00 AM - 11:45 AM • Auditorium 3

Jeff Minter's career began in the golden age of arcades, and for forty years he has kept that dream alive. *Heart of Neon* is a documentary highlighting how Jeff's love of classic arcade games has inspired generations of video game designers and players alike. In *Jeff Minter & The Eternal Arcade*, an exclusive PRGE/*Heart of Neon* presentation, director Paul Docherty maps the video arcade territory that Jeff has staked out for himself, keeping the neon glow alive.

Final Fantasy XIV: A Role Reborn —

A Conversation with Bethan Walker and Colin Ryan

Featuring: **Bethan Walker and Colin Ryan**, Moderated by: **Alessio Summerfield and Sam Wright**
12:00 PM - 12:45 PM • Ballroom

What goes into voicing a character with an established history and past portrayal? Join us as we speak to Bethan Walker and Colin Ryan about taking up the mantle of Alisaie and Alphinaud after the success of *Final Fantasy XIV: A Realm Reborn*. And, we'll also be discussing Bethan and Colin's experiences with *Final Fantasy*, video games, and what place voice acting has in their careers as film and television actors.

Pat Contri — NES Punk, Game Collecting, Books, and More!

Featuring: **Pat Contri** • 12:00 PM - 12:45 PM • Auditorium 1

Pat Contri celebrates 15 years of being a retro gaming YouTuber! Pat will discuss his history of being a retro gaming "influencer," talk about his projects and the new N64 book, do a Q&A, and maybe have a surprise or two, including the "famous" Play the Punk Challenge!

Making Alien vs. Predator on the Atari Jaguar — 30th Anniversary

Featuring: James "Purple" Hampton • 12:00 PM - 12:45 PM • Auditorium 2

Alien vs. Predator was released on the Atari Jaguar in 1994. It became one of the console's leading exclusive games — leading some players to choose Atari in the emerging console wars. *Alien vs Predator* is a groundbreaking, mission based first-person shooter with the unique twist of being able to play all three sides — Colonial Marine, Alien, Predator. This presentation goes behind the scenes and shares photos and the story of what it took to make and publish the game.

A (Family) Feud Between Podcasts

Featuring: Debate This!, Cyberpunk Lorecast The Mass Effect Lorecast, The Witcher Lorecast, Two Girls One Ship • 12:00 PM - 12:45 PM • Auditorium 3

It's everybody's favorite game show that isn't *Jeopardy!* or *Wheel of Fortune*. Yep, the Steve Harvey one. It's a pod-v-pod Family Feud showdown where the hosts of *Cyberpunk Lorecast* and *Mass Effect Lorecast* will show off their gaming knowledge against the hosts of *Debate This!* Survey says... hopefully something assuming we can figure out how surveys work.

History of Llamasoft

Featuring: Jeff Minter • 1:00 PM - 1:45 PM • Ballroom

After having written over 20 commercial games for the most popular 8-bit home computers at the time (Atari, Commodore, Sinclair) Jeff Minter founded Llamasoft in 1982. Legendary games such as *Attack of the Mutant Camels* for home computers and *Tempest 2000* for the Atari Jaguar followed. Besides shooters and games involving camelids and ruminants, Jeff has focused on light synthesizers, creating programs such as VLM, Neon and others for game consoles and computers. He has recently appeared in Digital Eclipse's *Llamasoft: The Jeff Minter Story*.

A Wonderswan Celebration: 25 Years of the Wonderswan

Featuring: Kelsey Lewin • 1:00 PM - 1:45 PM • Auditorium 1

The Wonderswan turns 25! What is the Wonderswan, anyway? And why is it the coolest handheld you don't have yet? This panel will walk you through Wonderswan history and its coolest features!

30 Years of Atmosfear

Featuring: Phillip Tanner, Andrea Subissati • 1:00 PM - 1:45 PM • Auditorium 2

Launched in 1991 by a few enterprising game-makers, *Atmosfear* (known in North America as *Nightmare*) was a board game sensation, breaking sales records and ushering in a new era of interactive gaming via the inclusion of a VHS tape. Now, after 30 years and several sequels, join the game's creator along with Rue Morgue's Andrea Subissati for a look at the continuing legacy of *Atmosfear/Nightmare*.

How Gaming Influenced 'The Toys That Made Us'

Featuring: **Brian Volk-Weiss & Bryan Adams** • 1:00 PM - 1:45 PM • Auditorium **3**

Brian Volk-Weiss and the Nacelle team join us to talk about how retro games will be covered in the new episodes of the beloved docuseries, *The Toys That Made Us*. The series is set to take deep dives into *Pokemon*, *Ghostbusters*, *Hot Wheels*, *Fast Food Toys*, *Polly Pocket*, *American Greetings*, *Super Hero Toys* and *Nerf* in seasons 4 and 5.

MORTAL KOMBAT: Exploring the Origins

Featuring: **Daniel Pesina, Carlos Pesina, Ho-Sung Pak, Elizabeth Malecki**, Hosted by **XO SKELETON**
2:00 PM - 2:45 PM • Ballroom

Dive into the story of how *Mortal Kombat* was created with the cast of the original game! Featuring Daniel Pesina, Ho-Sung Pak, Elizabeth Malecki, and Carlos Pesina — hosted by XO SKELETON, the producer of *RETRO WITH XO*. Learn about the behind-the-scenes process of bringing this enduring classic to life — how each actor's backgrounds influenced game & character development, and the groundbreaking impact of *Mortal Kombat* on pop culture.

Prototype & Obscure Console History

Featuring: **Adam Koralik** • 2:00 PM - 2:45 PM • Auditorium **1**

Join Adam Koralik and guests as they discuss and show off legendary prototypes like the Sega Pluto and Atari Jaguar Hot Rod Dental Unit, as well as super rare limited edition consoles. Learn about their histories, funny stories, and who knows what else may show up?

Dragon Warrior Reconsidered, 35 Years On

Featuring: **Jeremy Parish / NES Works** • 2:00 PM - 2:45 PM • Auditorium **2**

Dragon Quest set the world (or least Japan's console market) ablaze when it arrived on Famicom in 1986. Three years later, Nintendo tried to make lightning strike twice by localizing the game as *Dragon Warrior*. It didn't go so well. Now, take a look back to the summer of 1989 to explore what went wrong, what went right, and how things could have been different.

Test Drive: Off-Road 26 years of Off-Road madness

Featuring: **Ted Tahquechi** • 2:00 PM - 2:45 PM • Auditorium **3**

Dust off your driving gloves and fire up your nostalgia engines! The *Test Drive Off-Road* panel celebrates the classic off-road racing game that dominated PC and PlayStation consoles in the late 90s, featuring its creator and Senior Producer Ted Tahquechi. Gearheads and casual gamers alike can take a trip down memory lane, reliving the thrill of navigating rugged terrain behind the wheel of virtual monsters like the Hummer, Land Rover Defender 90, Jeep Wrangler, and Chevrolet K-1500 Z71. Ted will talk about the creation of the title, and how being one of the first games to feature both licensed music and vehicles set industry trends for years to come. Join us and get ready to revisit the glory days of off-road racing!

Get ON My Lawn: Passing Retro Gaming onto the Next Generation

Featuring: Retro Bird • 3:00 PM - 3:45 PM • Auditorium ①

How will retro gaming live on through the younger generations? Retro Bird discusses the obstacles that could prevent this and what current retro gamers can do to help! Bananas are optional, but we encourage families to bring their kids!

Long Live VHS!

Featuring: Yasmina Ketita • 3:00 PM - 3:45 PM • Auditorium ②

Remember immersing yourselves on Friday nights with renting VHS, eating pizza, and drinking copious amounts of Pepsi clear? While the '80s have come and gone, VHS tapes are still admired, collected, and watched. Bust out the VCR and join Rue Morgue's Yasmina Ketita on a nostalgic look back with a presentation on all things VHS.

Insert Coin: Arcade Games Yesterday, Today, and Tomorrow

Featuring: Eugene P. Jarvis, George Petro, Tim Kitzrow • Moderated by Joshua Tsui
3:00 PM - 3:45 PM • Auditorium ③

Eugene Jarvis (*Defender*, *Robotron*, *Cruis'n USA*), George Petro (*NARC*, *T2*, *Big Buck Hunter* and Tim Kitzrow (*NBA Jam*, *NFL Blitz*, *ESPN*) band together for a raucous panel about their amazing work in the videogame industry. From the '80s and '90s with Williams Bally Midway into the modern era with Raw Thrills and Playmechanix, these three have stories to tell! Topics include the wild west days of early game development to the future of location based entertainment and adapting to emerging technologies. Moderated by the director of the feature documentary, *Insert Coin* and Director of Innovation at DePaul University, Joshua Tsui.

Video Game History Foundation: Prototypes, Explained

Featuring: Frank Cifaldi • 4:00 PM - 4:45 PM • Auditorium ①

Collectors and archivists alike are enthralled by the allure of prototype games, hoping to find lost levels, cut characters, or even entire games that never got released. But what are these things, really? And what should we expect from them? Frank Cifaldi from the VGHF draws on over 25 years of experience handling literally thousands of prototype games to present a unique and entertaining lecture suitable for audiences of all ages and levels of expertise.

The THPS Effect — 25 years of Tony Hawk's Pro Skater

Featuring: Ralph D'Amato, Nolan Nelson, Chris Rausch, Darren Thorne
4:00 PM - 4:45 PM • Auditorium ②

The overall impact the *Tony Hawk's Pro Skater* series had on the video game, skateboarding and music industries with some behind the scenes stories and Q/A with original developers of the game.

SEGA: A Company (Too Far) Ahead of Its Time

Featuring: **SHIRO! MEDIA GROUP** • 4:00 PM - 4:45 PM • Auditorium **3**

SEGA was many things, but more than anything, they were always a few steps ahead of where the consumer market actually was. They were practically the antithesis of their conservative rival, Nintendo, reckless and innovative to a fault. They pushed the limits of console gaming with 3-D Glasses, Mega Modem, Lock-On Technology, Sega Channel, Saturn NetLink, PlanetWeb Browser, Online MMORPGs, and so much more. Yet the one thing these all have in common is that they came far too early to be appreciated and successful in their time, leaving ripples throughout the console game industry that can be seen today!

Retronauts Podcast: The History of Bowser

Featuring: **Retronauts** • 5:00 PM - 5:45 PM • Auditorium **1**

Since his inception nearly 40 years ago, Bowser's gone through several forms, a name change, and has even become a playable character — yet he's still without a game to call his own. And, given that he's firmly in the mid-life crisis stage of his existence, Bowser's biography is vast and rich (and just the tiniest bit pathetic). On this panel, join your friends from the *Retronauts* podcast as they enlighten you about this very large lizard.

Life in the trenches as a Test Lead on Xbox, Xbox 360, Kinect, and Beyond...

Featuring: **Chris Chamberlain** • 5:00PM - 5:45PM • Auditorium **2**

We all hear from the VP's and high ups on life at major AAA game studios, but what about the people living in the trenches, working crazy hours to find bugs, hit dates, and get polished games out for the holiday each year? Come hear the ups and downs of a \$10 an hour tester who rose in the ranks to become a Test lead from Nintendo 64, Xbox, Xbox 360, Kinect, Xbox One, and beyond.

Stapled Spine Horror Fanzine Talk Horror Gaming

Featuring: **Jack Rudo & Friends** • 5:00 PM - 5:45 PM • Auditorium **3**

HorrOregon's Stapled Spine Fanzine staff writers welcome you to a round table conversation. We're focusing on our favorite Horror video games, pinball tables and more! Join our group of year-round Hallowe'en heads to tromp through the pumpkin patch of grisly games!

Growing Up... SEGA! The Impact of Sega's Console History

Featuring: **G Gracin III (G to The Next Level)** • 6:00 PM - 6:45 PM • Auditorium **1**

Join Sega enthusiast, G to The Next Level, as they cover the importance of the house that a hedgehog built with a dive into Sega's full console history, share crucial titles and hidden gems for each system, and chat about personal memories, along with a Growing Up Genesis project update and Q & A!

Retrogaming on the Spectrum

Featuring: **NoahTheOtter** • 6:00 PM - 6:45 PM • Auditorium 2

This panel is dedicated to discussing the comforts of diving into past generations of gaming from the perspective of neurodivergent people! Join NoahTheOtter, the self proclaimed Ott' with Ott-ism, as he discusses his experiences as a neurodivergent person who found many comforts in retro gaming. Noah is a firm believer in gaming actually serving as a tool to connect neurodivergent individuals, and help them find true acceptance.

Eugene Jarvis Q&A

Featuring: **Eugene Jarvis** • 6:00 PM - 6:45 PM • Auditorium 3

A pioneer in arcade video games, Jarvis got his start working for Nolan Bushnell at Atari in 1977. Jarvis is best known for the hardcore classic arcade action videos: *Defender* (1980), *Robotron: 2084* (1982), *NARC* (1988), and *Smash TV* (1990). These classic vids pioneered scrolling, computer synthesized sound tracks, particle effects, photo-realistic human and background digitization, and unprecedented levels of action and body count. In the '90s Jarvis created the arcade driving trilogy *Cruis'n USA*, *Cruis'n World*, and *Cruis'n Exotica*. *Cruis'n* combined hyper realistic digitized 3-D art with the emerging 3-D texture mapping and rendering tech to create the most successful arcade driving sim ever. In 2001, Jarvis founded Raw Thrills, Inc. studio to continue his passion of arcade video game creation. Raw Thrills today is one of the world's leading developers of video arcade games. Current titles include *Jurassic Park Arcade*, *Halo Fireteam Raven*, *Fast & Furious*, *SuperBikes 3*, *Big Buck Hunter Reloaded*, and their latest motion sim *Godzilla Kaiju Wars VR*.



**PORTLAND
RETRO GAMING EXPO**

SAVE THE DATE!

OCTOBER

17-19, 2025

SuperZapper Recharge! Exploring The Legacy of Tempest 2000

Featuring: Jeff Minter, Carrie Tahquechi, Ted Tahquechi • 11:00 AM - 11:45 AM • Ballroom

Tempest 2000, the psychedelic and frenetic follow-up to the classic arcade game *Tempest*, remains a beloved title for Atari Jaguar enthusiasts. This classic tube shooter, originally developed by Llamasoft and published by Atari Corporation, has left an indelible mark on gaming history. Join us as we delve into the creation, impact, and enduring legacy of this exhilarating title. This panel discussion brings together the key figures behind the game for a deep dive into its development and design. Panelists include: Jeff Minter, programmer and designer, Carrie Tahquechi, who provided the iconic "SuperZapper Recharge" and "YES! YES! YES!" voices and Ted Tahquechi who was an associate producer and creator the male voices.

LEGO & Gaming: The Perfect Pair

Featuring: Kelly Bartlett • 11:00 AM - 11:45 AM • Auditorium ①

From Atari to NES and the games played on modern day consoles, come learn about the ways in which The LEGO Group has incorporated gaming into their sets. Find out what LEGO sets are based on popular video games that anyone can build at home. And take a look at how LEGO hobbyists around the world have built custom models of their favorite gaming moments.

That was Then This is Now

Featuring: Scott Adams • 11:00 AM - 11:45 AM • Auditorium ②

In the late '70s, Adventure Games (also known as Interactive Fiction) made the leap from the computer labs to home computers. Here is a view into the dawn of the computer gaming industry by one of its earliest founders. A look at the success and failures of industry legend Scott Adams, founder of Adventure International and Clopas.

Fast Times at Bally/Midway

Featuring: Paul E Niemeyer • 11:00 AM - 11:45 AM • Auditorium ③

Stories and anecdotes from behind the scenes at Bally/Midway during the Golden Age of Video Games.

Lead on Adventurer: The Dragon's Lair and Space Ace Phenomena

Featuring: Dan Molina, Jeff Etter, Lorna Cook, Gary Goldman • 12:00 PM - 12:45 PM • Ballroom

When *Dragon's Lair* and *Space Ace* came on the scene in 1983, gamers could hardly believe their ears and eyes. With arcades full of games with pixelated, 8-bit graphics, how could one all of a sudden play a game with visuals that rivaled a Disney animated feature film with top-notch voice performances? Well, it had something to do with gifted creators, artists and laser discs! Join the games' producer Gary Goldman and iconic voice talents Dan Molina (Dirk the Daring), Jeff Etter (Ace), and Lorna Cook (Kimberly) in a panel moderated by New York Times bestselling author Michael Witwer as they discuss how this extraordinary phenomenon came to be.

The Actor with 1,000 Voices — A Pseudo Game Show with Cam Clarke

Featuring: **Cam Clarke** • Moderated by: **Alessio Summerfield and Sam Wright**

12:00 PM - 12:45 PM • Auditorium **1**

With a list of credits as long as Cam Clarke's, it can be easy to forget every character you've played. That's why we're going to quiz him with a "Guess That Character" soundboard, covering the highlights and deep cuts of his career in a fun way. Come for your favorite characters, stick around for the behind-the-scenes stories.

The History of the Amiga —

How it Was Designed and Developed, and its Origins as a Game System

Featuring: **RJ Mical** • 12:00 PM - 12:45 PM • Auditorium **2**

Released in July 1985, the Amiga computer was a revolutionary computer with phenomenal multimedia graphic and sound capabilities. Originally developed as a game machine, it had a bumpy start but ultimately became the most popular 16/32-bit home computer before losing market share to PC compatibles. RJ Mical created the user interface for the Amiga and contributed to hardware design and will dive into the history of this amazing machine.

Resident Evil GameCube Reunion

Featuring: **Hope Levy, Heidi Anderson, Peter Jessop, Joe Whyte**

12:00 PM - 12:45 PM • Auditorium **3**

Join Hope Levy (Rebecca Chambers), Heidi Anderson (Jill Valentine), Peter Jessop (Albert Wesker), Joe Whyte (Chris Redfield) — the voices from the 2002 GameCube smash hit *Resident Evil Remake* as they spill the beans in remaking one of the most popular and iconic games of all time.

Atari at 52:

Digital Eclipse and Atari Continue the Story of the Original Game Company

Featuring: **Nolan Bushnell, Ethan Stearns, Chris Kohler**, Moderated by **Tim Lapetino**

1:00 PM - 1:45 PM • Ballroom

Through recent releases like *Atari 50: The Anniversary Collection Expanded Edition*, Digital Eclipse and Atari continue to keep the legacy of Atari alive. Their interactive documentaries tell the stories of video games, through the playable medium of games themselves. Nolan Bushnell, who co-founded Atari in 1972, joins Atari's current VP of Games Ethan Stearns and Digital Eclipse editorial director Chris Kohler, with Atari creative director Tim Lapetino moderating.

Handheld Heaven: The Atari Lynx and the Pioneers of Portable Gaming

Featuring: **Faran Thomason, James "Purple" Hampton, RJ Mical, Steve Mitchell, Ted Tahquechi**

1:00 PM - 1:45 PM • Auditorium **1**

Join us for a celebration of handheld gaming including the chunky, but funky Atari Lynx and other portable projects! One of the fathers of the Atari Lynx, RJ Mical will be on hand to discuss the birth of this seminal epyc portable gaming console. Get inside stories on classic Atari Lynx games from the folks inside the Atari HQ Mothership during the reign of the Lynx. Join an all-star panel of engineers, designers, and producers who will share what made the Atari Lynx so special! Find out what other innovative handheld creations the panel has created including pint-sized *Pac-Mans*, handheld MMO's, and more!

Voices of the Mushroom Kingdom

Featuring: **Kenny James, Laura Faye Smith, Samantha Kelly, Mike Vaughn, Moderated by Kelsey Lewin**

1:00 PM - 1:45 PM • Auditorium **2**

Learn more about the world of the *Super Mario Bros.* series with the talented voice actors who bring its characters to life. Join Samantha Kelly (Princess Peach, Toad), Laura Faye Smith (Princess Rosalina), Kenny James (Bowser), and Mike Vaughn (Iggy Koopa, Ludwig von Koopa) for a round table discussion moderated by Kelsey Lewin. The actors will share their experiences in the recording studio and insights into the work of a voice actor, followed by an audience Q&A session!

Story telling: 31 years as the voice of NBA JAM

Featuring: **Tim Kitzrow — Mr BOOMSHAKALAKA** • 1:00 PM - 1:45 PM • Auditorium **3**

With over 15 classic pinball titles and iconic sports titles like *NBA Jam*, *NFL Blitz*, *NHL Hitz*, *MLB Slugfest*, *Mutant Football League* and the all new *NBA Superstars*, Tim will share stories of his 35 years as a voice actor and writer.

Resident Evil: Live Action Cast

Featuring: **Eric Pirius, Greg Smith, Charlie Kraslavsky** • 2:00 PM - 2:45 PM • Ballroom

The first ever live action Resident Evil actors; Eric Pirius (Albert Wesker), Greg Smith (Barry Burton), and Charlie Kraslavsky (Chris Redfield) will be discussing how they got scouted out for their parts in Resident Evil, the process of becoming their characters, the filming, and what they have been up to after. Prepare for a special update about future projects as well as a fan Q & A.

From Page to Pixel: Everything Frankenstein with Sam Irvin

Featuring: **Sam Irvin, Jack Rudo** • 2:00 PM - 2:45 PM • Auditorium **1**

Join host Jack Rudo; *Stapled Spine Horror Fanzine* editor and special guest Sam Irvin; Hollywood director, author and two time Rondo Hatton horror award winner at PRGE! Sam and Jack will take you on a guided tour of all things Frankenstein! From the printed page to the programmed pixel, you won't want to miss this!

Inside Playdate: The Making of the Quirky Yellow Handheld with a Crank

Featuring: **Greg Maletic, Cabel Sasser, Neven Morgan, James Moore**

2:00 PM - 2:45 PM • Auditorium **2**

Join Panic co-founder Cabel Sasser, project lead Greg Maletic, creative lead Neven Mrgan, and manufacturing lead James Moore as they reminisce about how their retro-inspired console, Playdate came about. They'll go in-depth on the challenges they faced, the experience of collaborating with renowned Swedish firm Teenage Engineering on Playdate's industrial design, and the current state of the project that has inspired developers to create nearly 1,000 games in its first two years. (After the session, come meet the panelists and try out Playdate at the Playdate booth!

Tectoy — Sega Lives in Brazil!

Featuring: **NTGames Brasil** • 2:00PM - 2:45 PM • Auditorium **3**

If you believe that Sega is dead when we are talking about consoles, you are wrong. Brazil still carries the Sega Master System making the console the longest console living of all generations. Do you want to know how. I'll tell you everything on my panel.

Game Prices & Tips for Collecting

Featuring: **Metal Jesus Rocks & Radical Reggie** • 3:00 PM - 3:45 PM • Ballroom

Metal Jesus & Radical Reggie share their knowledge of video game collecting in a challenging market. Learn how to navigate high priced games and get tips on building your game collection.

It's not as hard as you think: Using logical reasoning to fix vintage computers

Featuring: **Adrian Black / Adrian's Digital Basement** • 3:00 PM - 3:45 PM • Auditorium **1**

It's no secret that old vintage computers and electronics are more often than not broken. Unfortunately, it's not like the old days where you can take a broken machine down to a local shop to get it fixed. Let's have a discussion about the tactics and strategies I use to successfully fix vintage computers and keep my collection running smoothly.

Growing Up “Vid Kid”Featuring: **Rawson Stovall** • 3:00 PM - 3:45 PM • Auditorium ②

In 1981 then 9-year old Rawson Stovall played video games on his Atari 2600 and realized that buying games was a bit of a gamble. Unlike movies and TV shows, the video game industry remained uncovered by professional reviewers. After his mother suggested writing reviews himself, Rawson started what ultimately turned into a nationally syndicated video-game column dubbed “The Vid Kid”. He met such industry legends as Nolan Bushnell and David Crane, worked with companies like Activision, Imagic and Nintendo and even appeared on *The Tonight Show Starring Johnny Carson*. As an adult, Rawson has worked as a game developer and producer for Sony, Activision, Electronic Arts and others. Come join and hear the story of what it was like growing up “Vid Kid”.

Street Fighter II: The Story of the First Live-Action GuileFeaturing: **Jeff Libengood** • 3:00 PM - 3:45 PM • Auditorium ③

Jeff Libengood has had many accomplishments from his 38 years in Japan. Most notably, his time with Capcom as the first live-action Guile from *Street Fighter II*. Making his convention debut at PRGE, Jeff will share amazing stories including starring in the Japanese version of the *Rocky Horror Picture Show*, various Japanese shows and his time as a strength and conditioning coach for a major Japanese baseball team! SONIC BOOM

MORTAL KOMBAT: Q & A with the Original CastFeaturing: **Daniel Pesina, Carlos Pesina, Ho-Sung Pak, Elizabeth Malecki**

4:00 PM - 4:45 PM • Ballroom

Join the cast of the original *Mortal Kombat* game for a discussion on the origins and legacy of this timeless game. Featuring: Daniel Pesina (Johnny Cage, Sub-Zero, Scorpion), Carlos Pesina (Raiden), Elizabeth Malecki (Sonya Blade), and Ho-Sung Pak (Liu Kang, Shang Tsung).

How We ‘Failed Up’ at YouTubeFeaturing: **John Riggs** • 4:00 PM - 4:45 PM • Auditorium ①

John Riggs runs the popular Rigg’d Games YouTube channel. His tutorials on how to edit and modify NES games for beginners all the way to advanced modders are awesome and a huge hit! He also frequently covers how to troubleshoot and fix broken video games.

STARLED SPINE

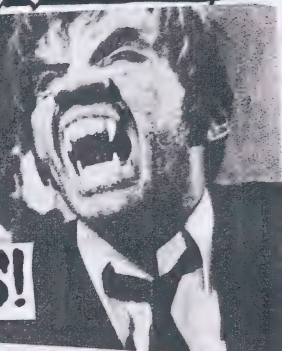
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*** PRGE Admission required, RockBand is free to play!**

LIVE AUCTION

Live Game Collectibles Auction • 6:00 PM - 10:00 PM • Ballroom

Since 2010, the PRGE collectibles auction has been one of our most popular events.

2024's live auction will occur on the evening of Saturday, September 28 on the Auction Stage, **Portland Ballroom 256-257**

Auction items can be seen at the Main Stage starting around 6:30 PM.

Live Auction Schedule

Location: Ballroom

SATURDAY

6:00 PM • Bidder Registration begins

6:30 PM • Auction items can be seen at the Auction Stage

7:30 PM • Auction begins

10:00 PM • Auction ends



**PRGE
LIVE AUCTION**

SAT • PORTLAND BALLROOM 256-257 • 6:00 p.m.

Images shown are highlights from previous auctions. See for yourself what's in store for this year!

PREPARE YOURSELF

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Contestant Pre-meet

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Nomad

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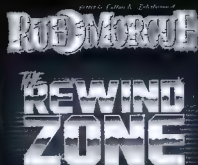
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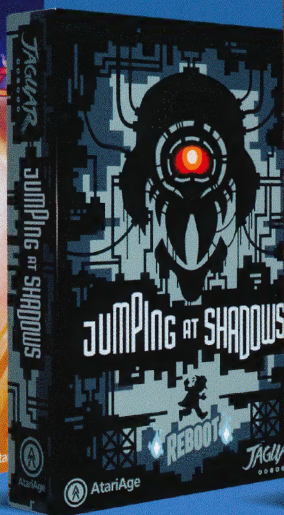
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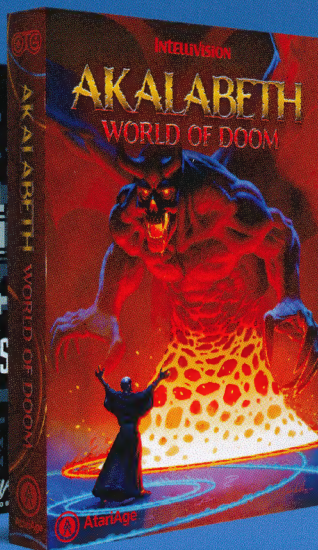
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ATARI 7800



JUMPING AT SHADOWS
ATARI JAGUAR



AKALABETH
INTELLIVISION



AtariAge



FLY HUNTER
ATARI 2600



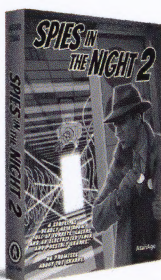
FRAZZLED
ATARI 2600



KOVI KOVI
ATARI 2600



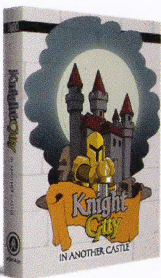
SLIDE BOY IN MAZE LAND
ATARI 2600



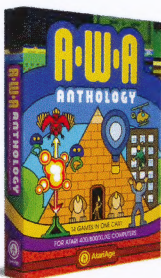
SPIES IN THE NIGHT 2
ATARI 2600



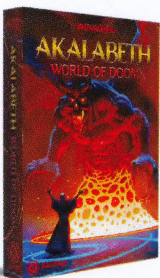
TOBER'S NIGHTMARE
ATARI 2600



KNIGHT GUY IN ANOTHER CASTLE
ATARI 7800

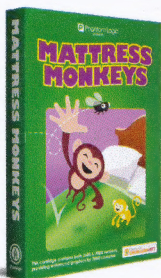


A-W-A ANTHOLOGY
ATARI 400/800/XL/XE

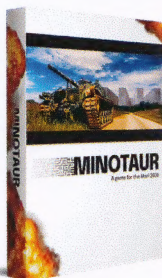


AKALABETH
INTELLIVISION

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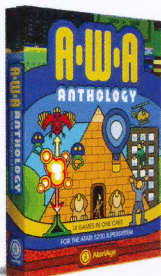
MATTRESS MONKEYS
ATARI 2600/7800



MINOTAUR
ATARI 2600



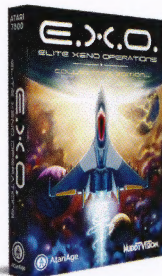
PADDLEFIELD
ATARI 2600



A-W-A ANTHOLOGY
ATARI 5200



DRONE PATROL
ATARI 7800



E.X.O. COLLECTOR'S EDITION
ATARI 7800



JUMPING AT SHADOWS
ATARI JAGUAR



XENOWINGS
ATARI JAGUAR

COMING SOON

ATARI 2600

Minigun Miner
Oh Shoot!
Pas de Deux
RoboTito
Pop Box Arena
Shattered Earth
Space Taxi
Strike Zone Bowling
Word Guess

ATARI JAGUAR

Crescent Memories
Magic Pockets
Rebounced

ATARI 7800

Bernie & The Tower of Doom
Cartesian Chaos
Ducks Away
Game of the Bear:
Polar Opposites
Mouse Trap
Phantasia
Robot Rumble
Space Peril
StoneAge
Wilf

